

Springdale Parks and Recreation

2018 Spring Baseball Rules: Minor/60 Division



These rules apply to the play within all Cal Ripken divisions. For any rules not specifically addressed in Division-specific rule sheets, refer to the Babe Ruth Baseball Official Rulebook.

- I. All batters will wear a batting helmet.
- II. The catcher will wear a facemask, helmet, mitt, chest protector, shin guards, and a protective cup. The catcher must use a catcher's mitt.
 - a. Exception: Tball catchers will wear the catcher's helmet and protective cup but are not required to wear the additional equipment. Their placement behind the plate will be determined by the home plate coach (umpire) that is deemed the safest area for the catcher.
- III. Arrive on the field no later than 20 minutes to game start time.
 - a. Teams playing on the Cal Ripken field – One lane per team
 - b. Visitors have batting cage time 1hr prior to start
 - c. Home team has batting cage time 40 minutes prior to start
- IV. 3 copies of the batting order are needed 10 minutes prior to game time.
 - a. Scorekeeper
 - b. Umpire
 - c. Opposing team coach
- V. Teams must clean their dugouts after their game prior to the next team arriving
 - a. Tobacco in any form is not allowed at the ballpark.
 - b. The use of profanity is prohibited at the ballpark. Profanity used by coaches, parents, or players will be grounds for removal from the park and possible removal from future participation in the league.

Pitch Count:

Use the following pitch count chart. The calendar week is Monday through, and including Sunday.

Division	Max Pitches In Game	Rest Period		
		0 Days	1 Day	2 Days
Minors	75	1-40	41-65	66+
Majors	85	1-40	41-65	66+

Pitchers may throw a maximum of **75** pitches per game. If a pitcher reaches his pitch count in the middle of an at-bat, he may continue pitching until the at-bat is finished. Finishing an at-bat does not apply to the rest period/pitch counts. For example, if a pitcher reaches 41 pitches in the middle of an at-bat, he must rest 1 day.

Base Running:

- I. Runners shall not leave base until the pitch crosses home plate. Once the ball crosses the plate, they are able to steal.
- II. Once a pitch crosses home plate and catcher has possession of the ball, the runner must immediately return to the base if his forward progress has stopped.
 - a. Ex: If the runner gets a lead after a pitch crosses the plate, he cannot stay off the base. He must return to the base.
- III. If a pitcher or catcher attempts to make a play on the runner (whether stealing or not), the play is live and regular base running rules apply.
 - a. Ex: If catcher makes throw to second on an attempted steal, the ball is considered live. As such, the runner can chose to continue toward second, return toward first, get in a run-down, etc.
- IV. When a runner leaves the base before the pitch crosses the plate and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is put out, the play stands. If said runner reaches safely, all runners must return to the base occupied before the pitch was made

- V. When a base runner leaves the base before the pitch crosses the plate the batter puts the ball in play, no run shall be allowed to score. Each runner shall occupy the base beyond the one they occupied before the start of the play except the runner at third base.
- VI. A batter shall not attempt to advance to first base on a dropped third strike
- VII. If a batter is walked, the ball is still considered live and runners may attempt to advance

Run/Mercy Rule:

- I. Thirteen (13) runs after four (4) complete innings (3 ½ for the home team). Seven (7) runs after five (5) complete innings (4 ½ for the home team).
- II. There is a 6 run per inning limit

League Rules:

- I. Pitching Distance: 46' Base Path Distance: 60'
- II. Free substitution
- III. Continuous batting order
- IV. Runners cannot advance on a dropped 3rd strike
- V. Games will consist of a 90 minute time limit or 6 innings, whichever comes first
- VI. Game clock will start immediately following plate meeting
- VII. No new inning will start with less than 3 minutes (2:59) on the game clock.
- VIII. There will be no tie-breakers in league play. If the score is tied with less than 3 minutes on the clock or after 6 innings, no extra inning will be played.
- IX. Cups are mandatory for all players.
- X. During league play a team must have at least 8 players present at the designated start time to begin a game or the game will be forfeited. If a team has less than 8 players, the head coach can elect to bat first. If the 8th player is not present by the end of the first half inning, the game will be forfeited
 - a. No out will be taken for the 9th batter